

## Suite Program 3:

### Program: **Maths City**

( Maths City allows Foundation Stage children to explore practical everyday maths in five Foundation Stage topics: Transport, Space, The Farm, Shops and Outdoor Play.

- Race and sort cars, make patterns or park carefully
- Count skips and jumps with animated figures
- Sort and count animals to make a farm
- Go shopping in the toy shop and pay the correct amount
- Create and sort aliens so that similar features animate

### ICT skills

- Fine mouse manipulation
- Hand eye coordination
- Transferable skills of dragging and dropping
- Creative development
- Transferable skill of printing documents
- Multi-media knowledge and application skills are learnt as text, sound, movements or animation schemes and graphics are used

## **Learning areas**

### **Curriculum Links: How Program meets NRC and International QCA ICT Scheme of work.**

- Maths: All Learning outcomes are covered in this program. To name a few:

#### **Numbers, operations and relationships:**

Matching sets of objects to numerals / numerals to sets of objects (Farm, Transport)

Compare 2 sets (more/less) numbers Transport, Farm

Count reliably to 10 (All areas)

Estimate how many in a set All areas (adult led)

#### **Calculating (secure number facts and calculate efficiently and accurately):**

Understand addition is combining two groups (Shop, Farm, Transport)

Understand subtraction as taking away (Outdoor Play)

Partition a given number of objects into two groups (Transport, Outdoor Play)

#### **Space and Shape:**

Talk about, create and recreate patterns and build models (Farm, Transport, Space)

Use everyday words to describe position

#### **Measure:**

Order two lengths by height, length (Outdoor Play)

Use measures language smaller, lighter, longer, taller

Order sequence events

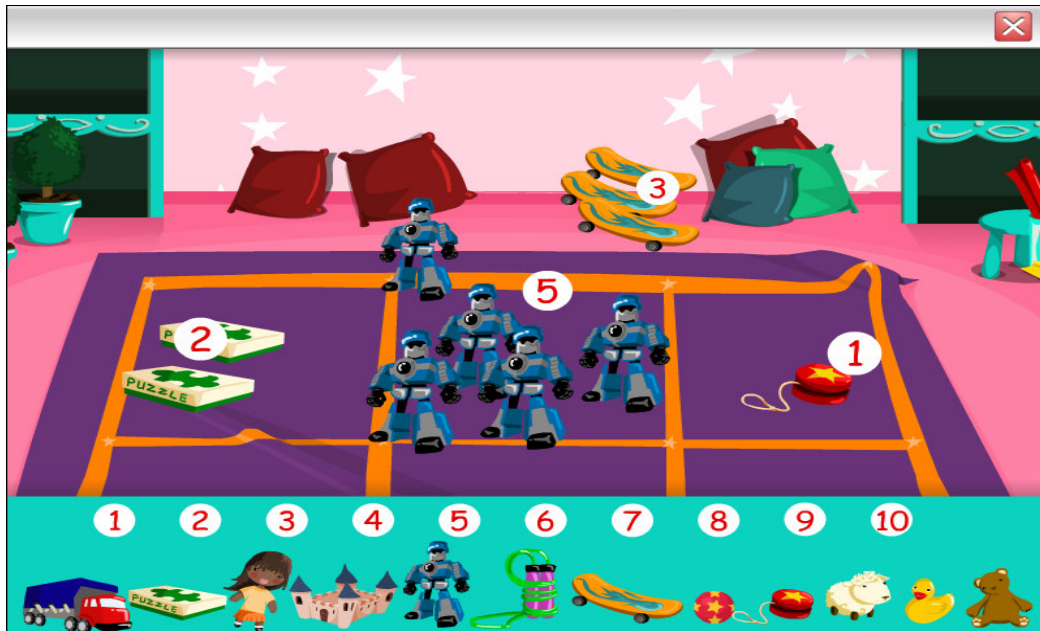
#### **Using and applying mathematics:**

Use developing mathematical language, ideas and methods to solve practical problems (All Areas)

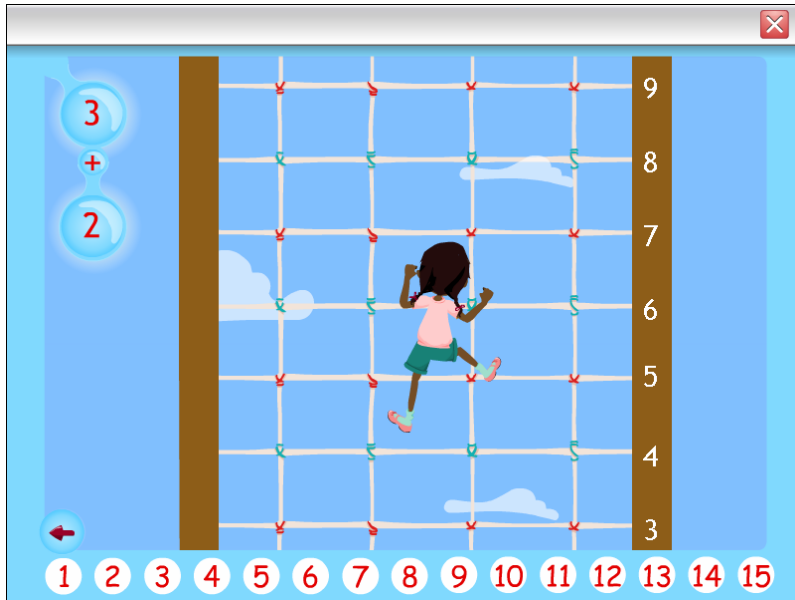
Describe solutions to practical problems, drawing on experience, talking about own ideas, methods, choices (All areas, adult led)

**Learning Level**  
Grade 00 – Grade 2/3

**LESSON EXAMPLE:**

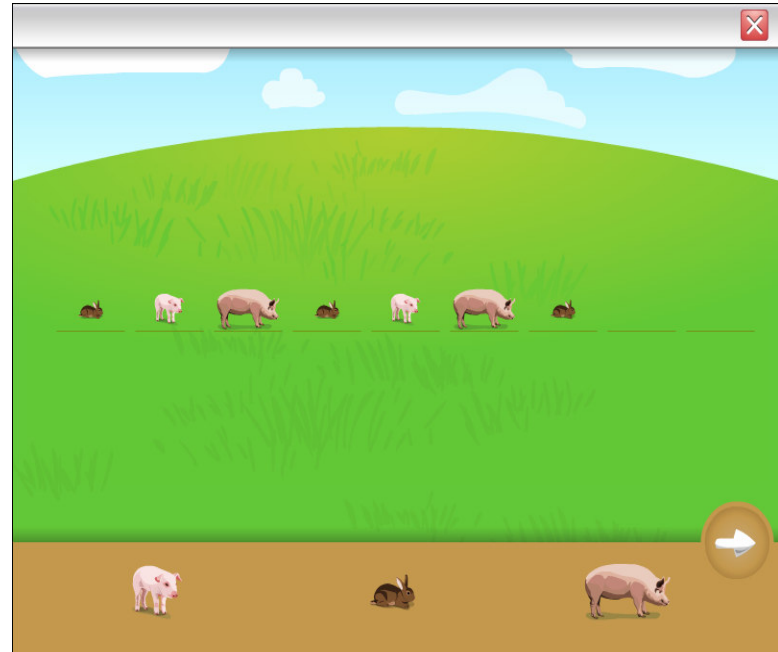


Matching numbers with objects, identifying numbers and sorting objects into groups



Counting on is made very easy with this young girl on a Climbing frame, making it visual for the learners understand the process.

More lesson plans are available when purchasing the software.



Sequencing and ordering skills are practiced in a variety of game-like exercises.